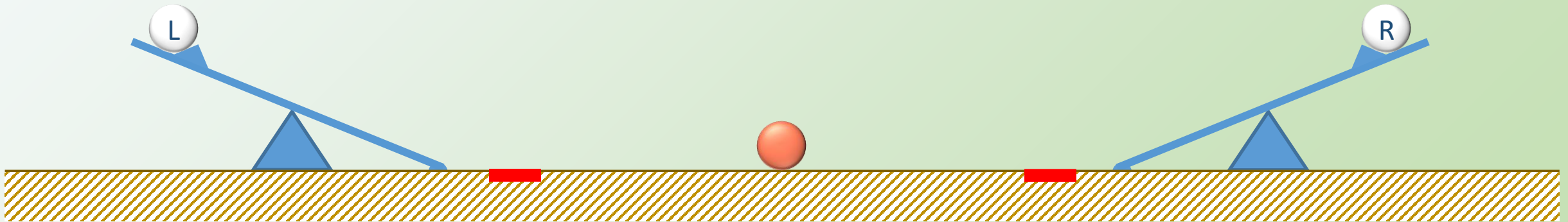


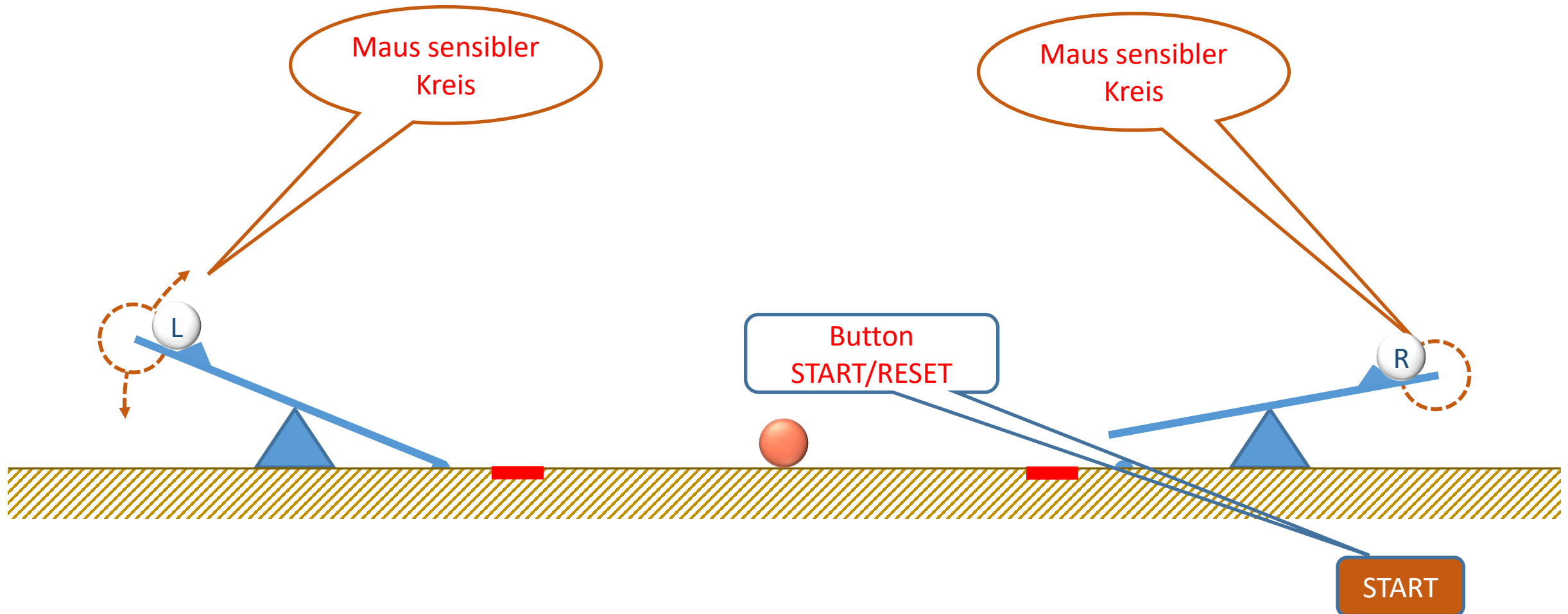
Advanced Games Physics

- Das Projekt: Boule -



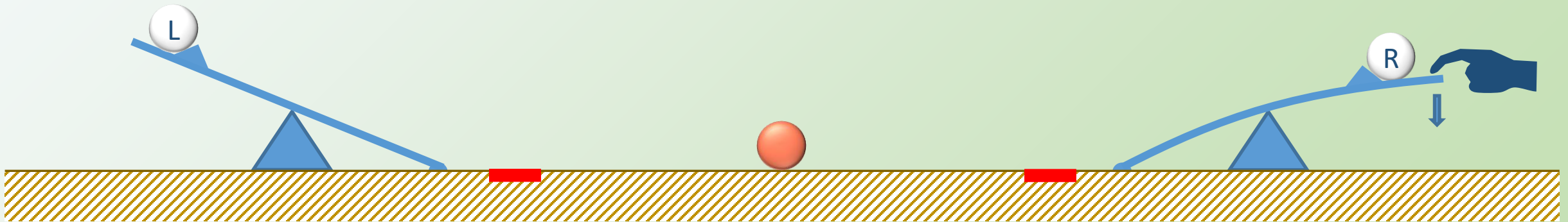
Advanced Games Physics

- Das Projekt: Interaktionselemente -



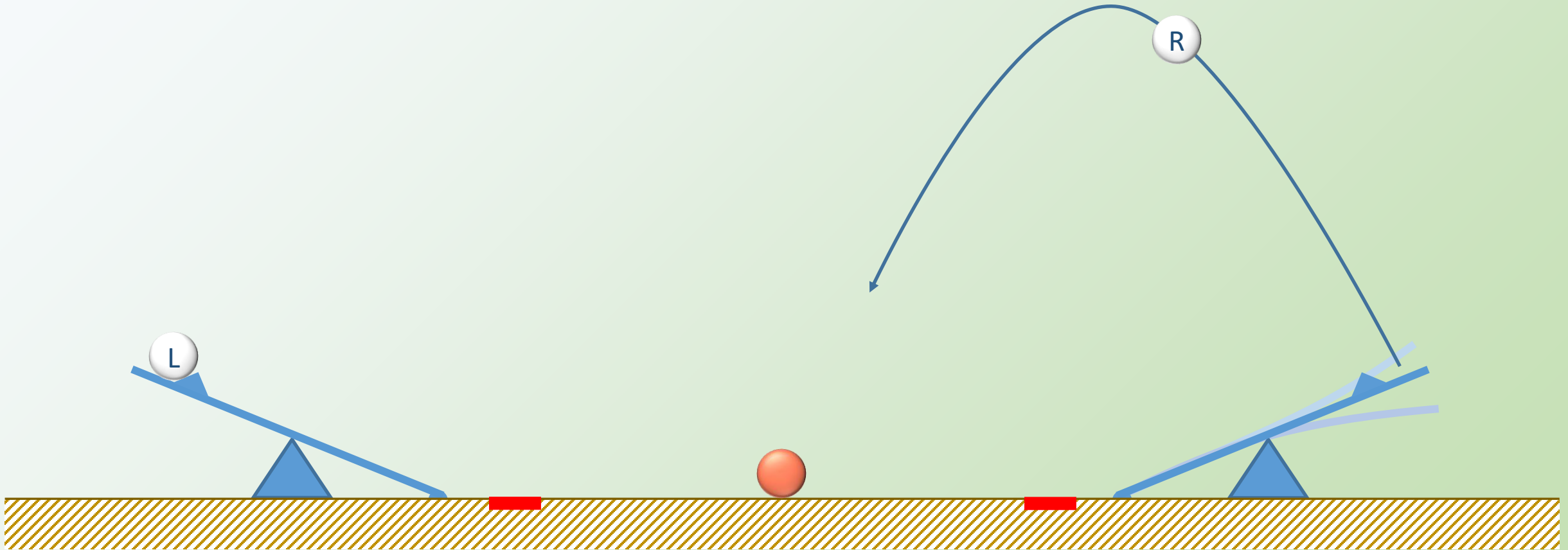
Advanced Games Physics

- Das Projekt: Spielidee I -



Advanced Games Physics

- Das Projekt: Spielidee II -



Advanced Games Physics

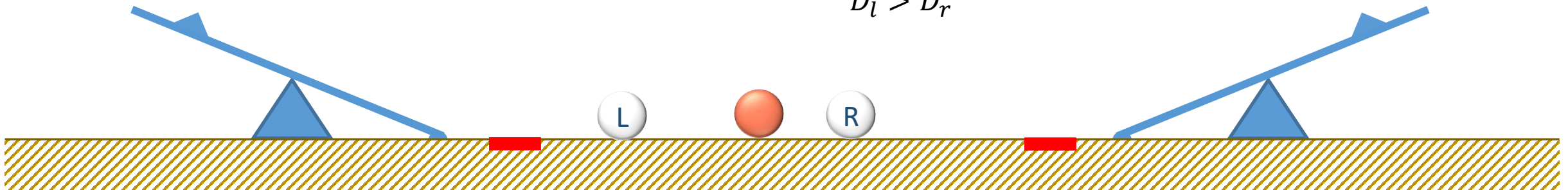
- Das Projekt: Spielidee III -

Siegzähler

3:5

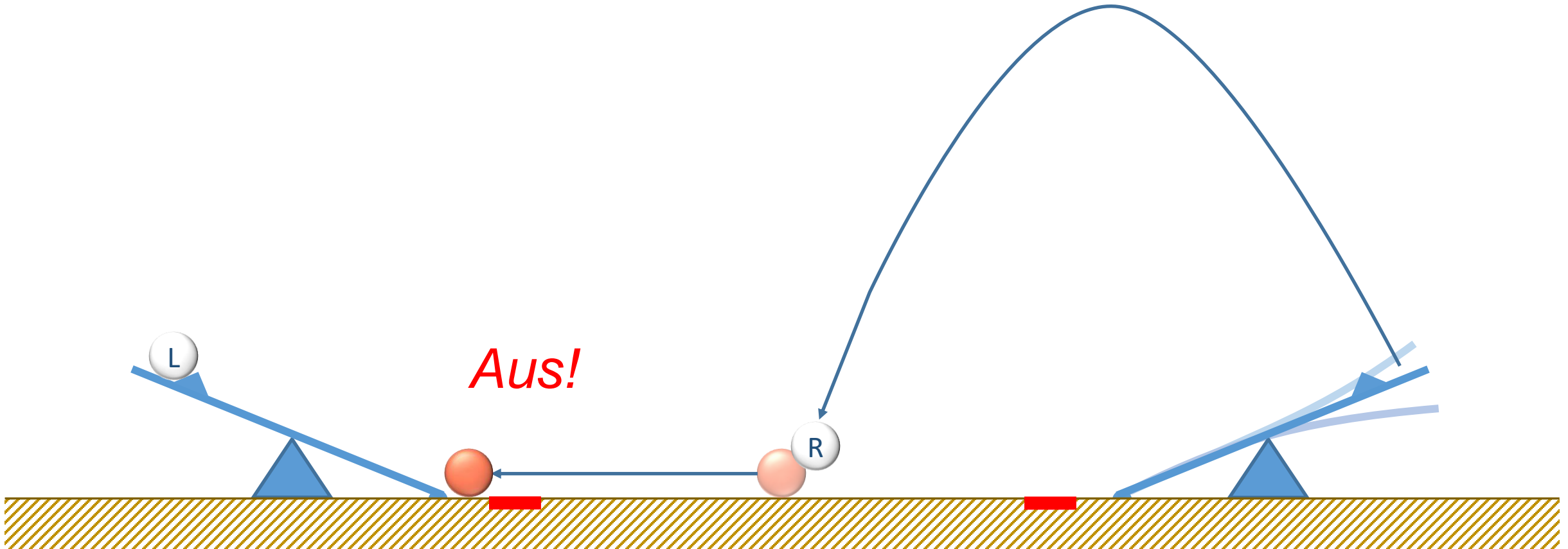
Sieger!

$$D_l > D_r$$



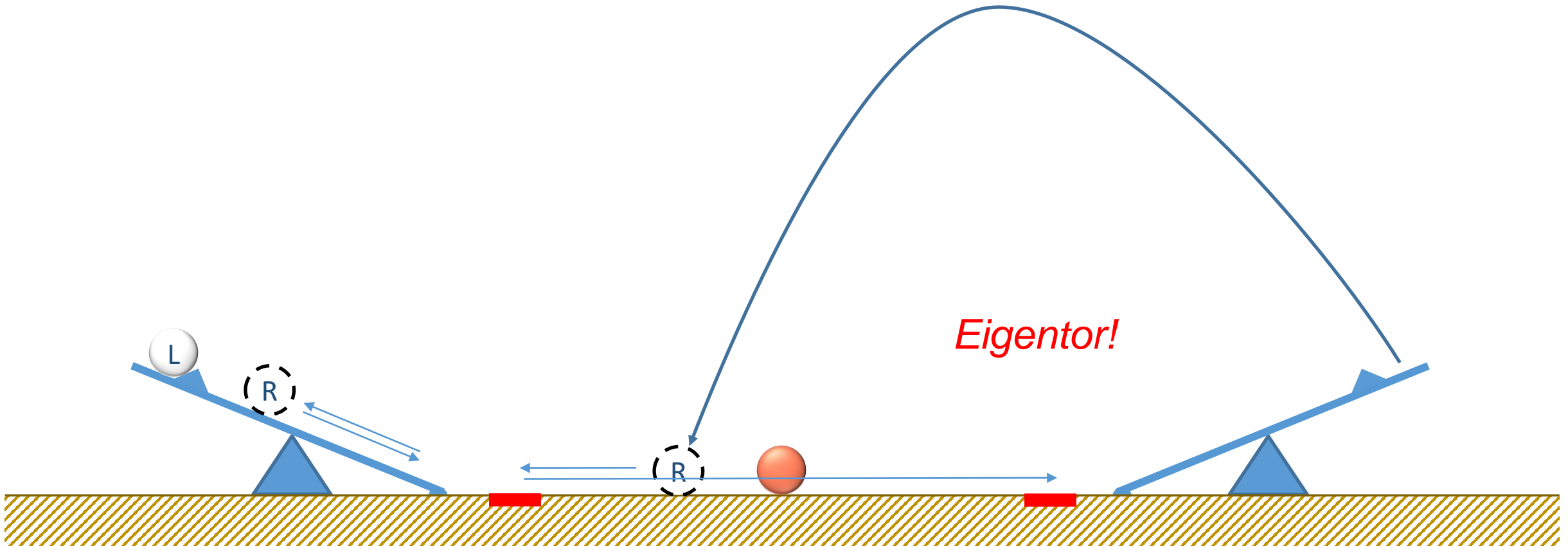
Advanced Games Physics

- Das Projekt: Spielidee IV -



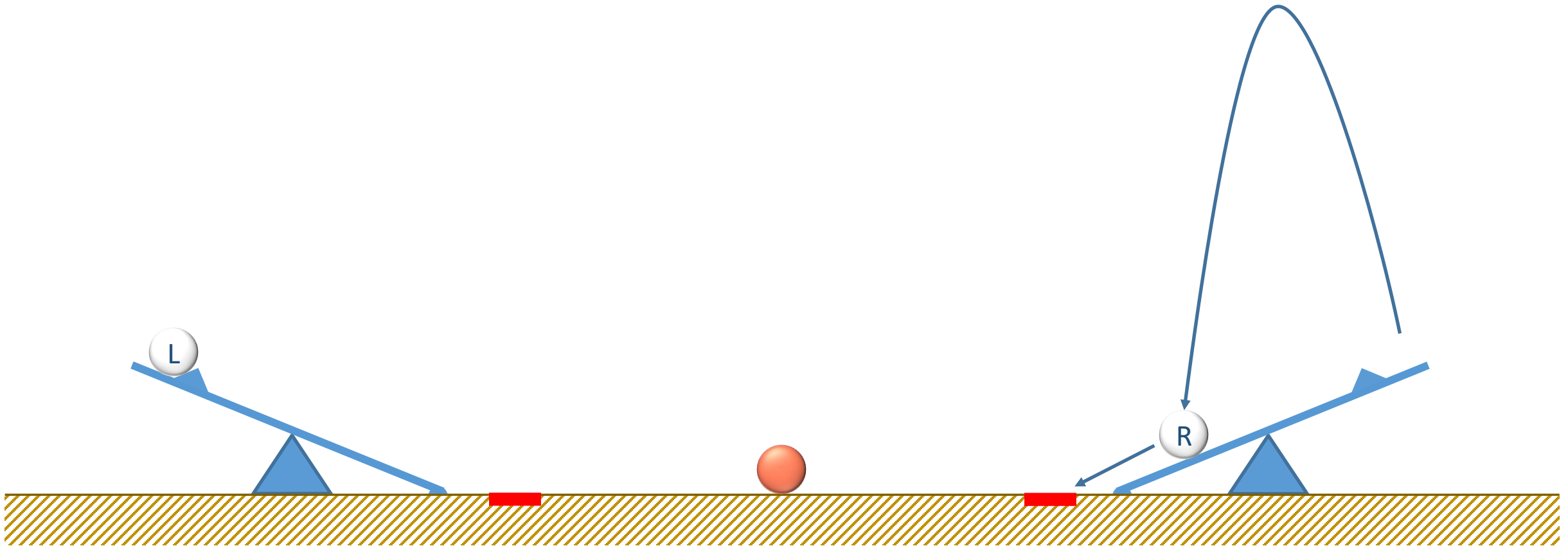
Advanced Games Physics

- Das Projekt: Spielsituationen I -



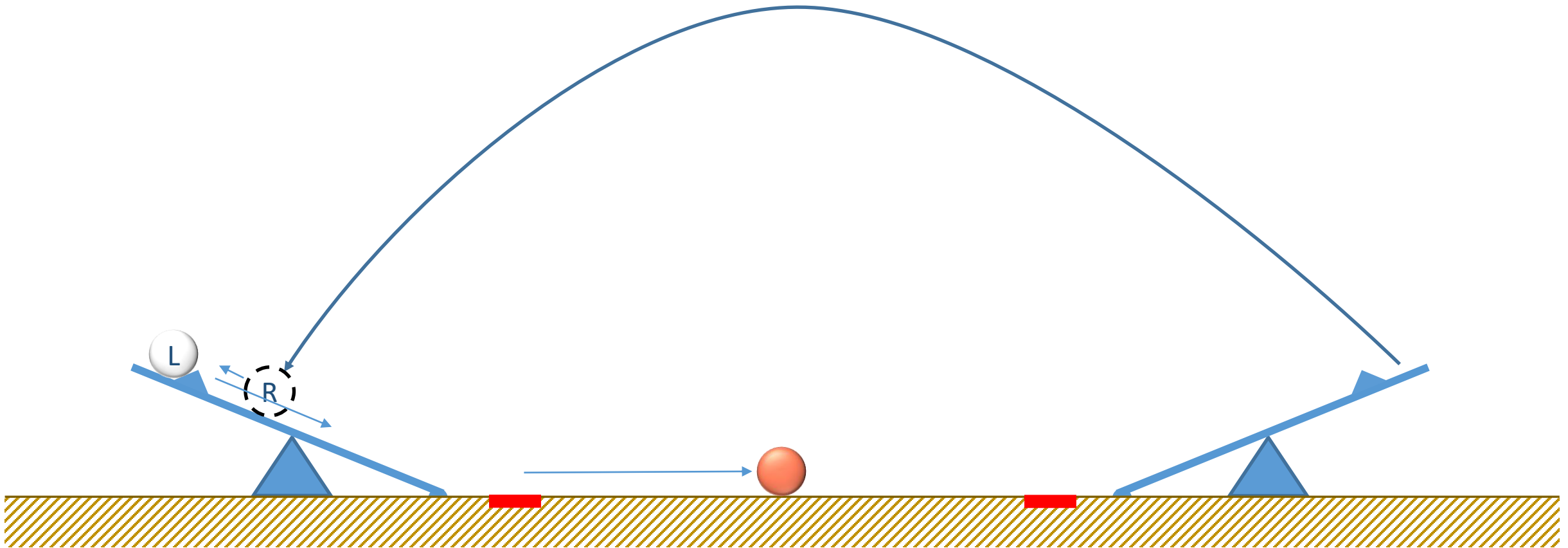
Advanced Games Physics

- Das Projekt: Spielsituationen II -



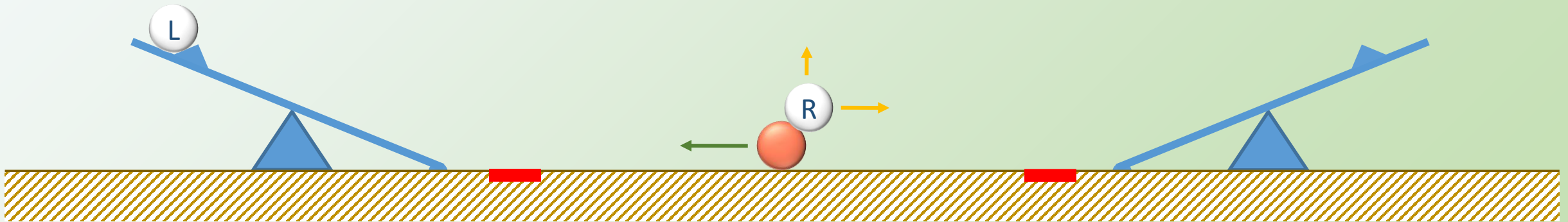
Advanced Games Physics

- Das Projekt: Spielsituationen III -



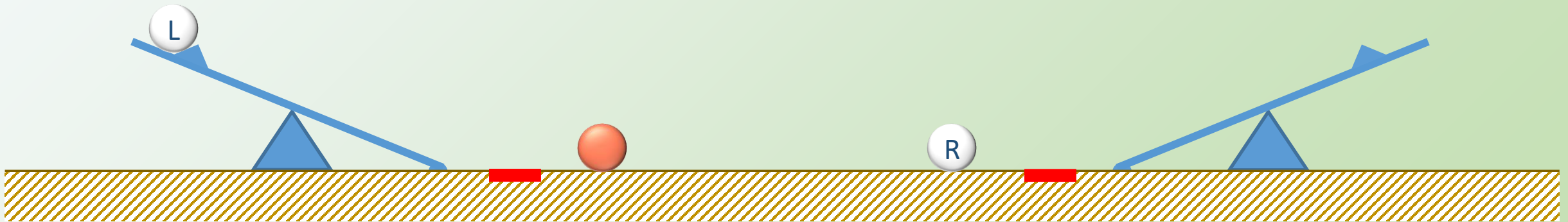
Advanced Games Physics

- Das Projekt: Kollision und Stoß -



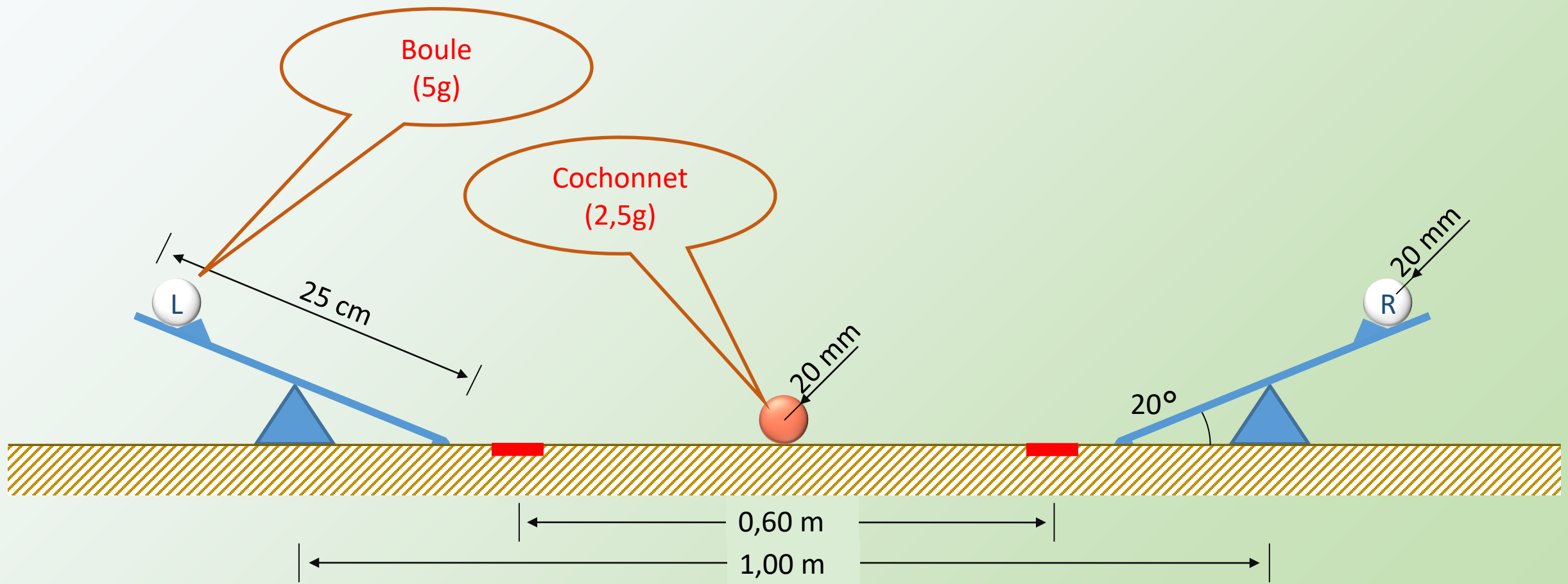
Advanced Games Physics

- Das Projekt: Ende des Zugs -



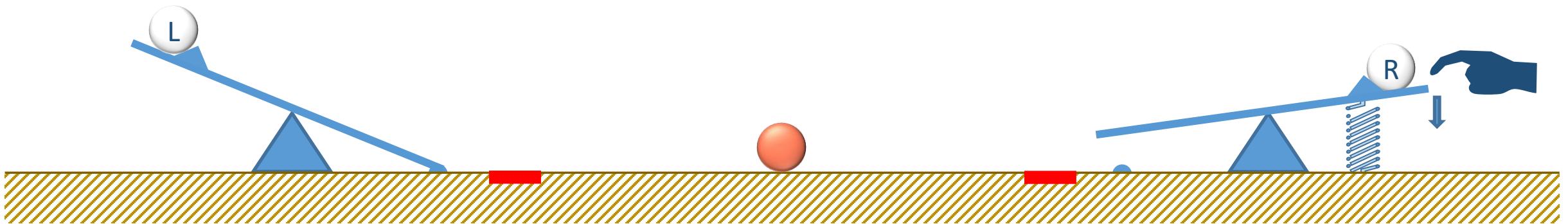
Advanced Games Physics

- Das Projekt: reale Maße -



Advanced Games Physics

- Das Projekt: Vereinfachung -



Advanced Games Physics

- Das Projekt: Zwischenschritt -

